

Blightstep Pathway

Land

$\{T\}$: Add $\{B\}$.

- - - BACK FACE - - -

Searstep Pathway

Land

$\{T\}$: Add $\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boon of the Wish-Giver (4)(U)(U)

Sorcery

Draw four cards.
Cycling {1} ({1}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boon of the Wish-Giver (4)(U)(U)

Sorcery

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Cycling {1} ({1}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightclimb Pathway

Card

- - - OTHER FACE - - -

Brightclimb Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clearwater Pathway

Card

- - - OTHER FACE - - -

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value
4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Fox W Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flourishing Fox W Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Fox W Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Fox W Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for Blood 1 R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for Blood 1R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for Blood 1R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Go for Blood 1R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Improbable Alliance UR Enchantment Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying. {4}{U}{R}: Draw a card, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

U R

Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.

{4}{U}{R}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever you draw your second card each turn, this creature deals 3 damage to any target.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Whenever you draw your second card each turn, this creature deals 3 damage to any target.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

Whenever you draw your second card each turn, this creature deals 3 damage to any target.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Whenever you draw your second card each turn, this creature deals 3 damage to any target.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target opponent reveals their hand.
You choose a nonland card from that
player's graveyard or hand and exile
it.
Cycling {1} ({1}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Memory Leak 2 B Sorcery Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Leak 2 B Sorcery Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Leak 2 B Sorcery Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Needleverge Pathway Card -----OTHER FACE----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card -----OTHER FACE----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card -----OTHER FACE----- Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. ----- BACK FACE ----- Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shredded Sails Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Startling Development 1 U Instant Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Startling Development 1 U Instant Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Startling Development 1 U Instant Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Startling Development 1 U Instant Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Valiant Rescuer 1 W Creature -- Human Soldier Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valiant Rescuer 1 W Creature -- Human Soldier Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valiant Rescuer 1 W Creature -- Human Soldier Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valiant Rescuer 1 W Creature -- Human Soldier Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zenith Flare 2 R W Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2 R W Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2 R W Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2 R W Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Banishing Light 2 W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

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Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredded Sails 1 R Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - ovmlcabrera - Standard (Standard Challenge)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each